IN THE CLAIMS

Please amend the claims as follows:

1.   (Currently Amended) A method for evaluating a game outcome on a gaming machine, the method comprising:

receiving during the runtime of a wagering game a game rules script, the game rules script comprising text specifying a set of displayable game elements [[for a]] used in the wagering game, the text further defining one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements;

parsing the games rules script into a game rules data structure;

generating a game outcome, the game outcome including selected elements of the set of displayable game elements; and

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with evaluation of the selected elements against the one or more rules provided by the game rules data structure.

2.   (Original) The method of claim 1, wherein the set of winning outcomes comprise winning outcomes for a card game.

3.   (Original) The method of claim 2, wherein the card game comprises a poker card game.

4.   (Original) The method of claim 1, wherein the set of winning outcomes comprise winning outcomes for a dice game.

5.   (Original) The method of claim 4, wherein the dice game comprises a Yahtzee® game.

6.   (Currently amended) The method of claim 1, wherein each winning outcome in the set of winning outcomes comprises is defined by a set of match rules, wherein the game outcome includes one or more displayable game elements from the set of displayable game elements, and wherein determining if the game outcome matches at least one winning outcome includes

determining if each match rule in the set of match rules for a winning outcome matches at least one ~~game displayable game element~~ of the selected elements.

7. (Currently amended) The method of claim [[6]] 1 , wherein the <u>displayable</u> game elements <u>comprise</u> ~~comprises a~~ <u>one or more</u> playing card<u>s</u>.

8. (Currently amended) The method of claim [[6]] 1, wherein the <u>displayable</u> game elements <u>comprise</u> ~~comprises a die~~ <u>one or more dice</u>.

9. (Currently Amended) <u>A method for evaluating a game outcome on a gaming machine, the method comprising:</u>

<u>receiving during the runtime of a wagering game a game rules script, the game rules script comprising text specifying a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements;</u>

<u>parsing the games rules script into a game rules data structure;</u>

<u>generating a game outcome; and</u>

<u>determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure;</u>

<u>wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes one or more displayable game elements from the set of displayable game elements, and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one displayable game element;</u>

~~The method of claim 6,~~ wherein determining if each match rule in the set of match rules for a winning outcome matches at least one <u>displayable</u> game element includes the tasks of:

a. comparing a displayable game element with a match rule in the set of match rules;

b. if the displayable game element matches a match rule, then:

removing the displayable game element from the ~~plurality~~ <u>set</u> of displayable game elements to form a reduced set of displayable gaming elements,

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removing the match rule from the set of match rules to form a reduced set of match rules,

executing tasks a and b on the reduced set of displayable gaming elements and the reduced set of match rules; and

c.   determining that each match rule has been matched when no rules remain in the reduced set of match rules.

10.   (Currently amended) A computer-readable medium having disposed thereon a game rules script, the game rules script comprising:

text defining a set of displayable game elements [[for a]] used in a wagering game;

text defining a set of winning outcomes for a game; and

text defining a set of rules for each winning outcome in the set of winning outcomes for the game, the rules expressed in terms of the text defining the set of displayable game elements for the wagering game;

wherein during a separate data processing step a game outcome is compared to the set of rules to determine if the game outcome matches the set of rules, by evaluating a set of displayed game elements from the game outcome to combinations of displayable game elements in the set of rules.

11.   (Original) The computer-readable medium of claim 10, wherein the set of rules include a rank matching rule.

12.   (Original) The computer-readable medium of claim 11, wherein the rank matching rule defines an exact match to a rank.

13.   (Original) The computer-readable medium of claim 11, wherein the rank matching rule defines a numerical comparison to a rank.

14.   (Original) The computer-readable medium of claim 10, wherein the set of rules includes a suit matching rule.

15.   (Original) The computer-readable medium of claim 10, wherein the set of rules includes a wild card definition rule.

16.   (Original) The computer-readable medium of claim 10, wherein each winning outcome in the set of winning outcomes includes a payout amount.

17.   (Currently amended) A computerized gaming system comprising:

        a game rules script, said game rules script comprising text defining a set of displayable game elements [[for a]] used in the wagering game, the text further including a set of winning outcomes for a game, each of the set of winning outcomes including a set of match rules expressed in terms of the set of displayable game elements;

        a parser operable to parse the game rules script into a game rules data structure; and

        a gaming application operable to:

                generate a game outcome, the game outcome including selected elements of the set of displayable game elements;

                determine if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with evaluation of the selected elements against the one or more rules provided by the game rules data structure.

18.   (Original) The computerized gaming system of claim 17, wherein the set of winning outcomes comprise winning outcomes for a card game.

19.   (Original) The computerized gaming system of claim 18, wherein the card game comprises a poker card game.

20.   (Original) The computerized gaming system of claim 17, wherein the set of winning outcomes comprise winning outcomes for a dice game.

21.   (Original) The computerized gaming system of claim 20, wherein the dice game

comprises a Yahtzee® game.

22.   (Currently amended) The computerized gaming system of claim 17, wherein each winning outcome in the set of winning outcomes ~~comprises~~ is defined by a set of match rules, ~~wherein the game outcome includes a plurality of displayable game elements,~~ and wherein the gaming application is further operable to determine if each match rule in the set of match rules for a winning outcome matches at least one ~~displayable game element~~ of the selected elements.

23.   (Currently amended) The computerized gaming system of claim [[22]] 17, wherein the displayable game element~~s~~ comprise ~~comprises a~~ one or more playing card~~s~~.

24.   (Currently amended) The computerized gaming system of claim [[22]] 17, wherein the displayable game element~~s~~ comprise ~~comprises a die~~ one or more dice.

25.   (Currently Amended) A computerized gaming system comprising:
        a game rules script, said game rules script comprising text defining a set of displayable game elements for a wagering game, the text further including a set of winning outcomes for a game, each of the set of winning outcomes including a set of match rules expressed in terms of the set of displayable game elements;
        a parser operable to parse the game rules script into a game rules data structure; and
        a gaming application operable to:
                generate a game outcome;
                determine if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure;
~~The computerized gaming system of claim 17,~~ wherein the gaming application is further operable to:
        a.   compare a displayable game element with a match rule in the set of match rules;
        b.   if the displayable game element matches a match rule, then:
                remove the displayable game element from the ~~plurality~~ set of displayable game elements to form a reduced set of displayable game elements,

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remove the match rule from the set of match rules to form a reduced set of match rules,

execute tasks a and b on the reduced set of displayable game elements and the reduced set of match rules; and

c.   determining that each match rule has been matched when no rules remain in the reduced set of match rules.

26.   (Currently Amended) A computer-readable medium having computer executable instructions stored thereon for performing operations for evaluating a game outcome on a gaming machine, the operations comprising:

receiving a game rules script, the game rules script comprising text defining a set of displayable game elements [[for a]] used in the wagering game, the text further defining one or more rules to determine a set of winning outcomes in terms of one or more of the set of displayable game elements;

parsing the games rules script into a game rules data structure;

generating a game outcome, the game outcome including selected elements of the set of displayable game elements; and

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with evaluation of the selected elements against the one or more rules provided by the game rules data structure.

27.   (Original) The computer-readable medium of claim 26, wherein the set of winning outcomes comprise winning outcomes for a card game.

28.   (Original) The computer-readable medium of claim 27, wherein the card game comprises a poker card game.

29.   (Original) The computer-readable medium of claim 26, wherein the set of winning outcomes comprise winning outcomes for a dice game.

30.   (Original) The computer-readable medium of claim 26, wherein the dice game comprises a Yahtzee® game.

31.   (Currently Amended) The computer-readable medium of claim 26, wherein each winning outcome in the set of winning outcomes ~~comprises~~ is defined by a set of match rules, ~~wherein the game outcome includes one or more displayable game elements from the set of displayable game elements,~~ and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one ~~displayable game elements~~ of the selected elements.

32.   (Currently Amended) The computer-readable medium of claim [[31]] 26, wherein the displayable game element~~s~~ comprise~~s~~ ~~a~~ one or more playing card~~s~~.

33.   (Currently Amended) The computer-readable medium of claim [[31]] 26, wherein the displayable game element~~s~~ comprise~~s a die~~ one or more dice.

34.   (Currently Amended) A computer-readable medium having computer executable instructions stored thereon for performing operations for evaluating a game outcome on a gaming machine, the operations comprising:

          receiving a game rules script, the game rules script comprising text defining a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of winning outcomes in terms of one or more of the set of displayable game elements;

          parsing the games rules script into a game rules data structure;

          generating a game outcome; and

          determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure;

          wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes one or more displayable game elements from the set of displayable game elements, and wherein determining if the game outcome matches at least

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one winning outcome includes determining if each match rule in the set of match rules for a

winning outcome matches at least one displayable game element;

~~The computer-readable medium of claim 31,~~ wherein determining if each match rule in the set of

match rules for a winning outcome matches at least one ~~game output symbol~~ displayable game

element includes the tasks of:

    a.   comparing a displayable game element with a match rule in the set of match rules;

    b.   if the displayable game element matches a match rule, then:

           removing the displayable game element from the ~~plurality~~ set of game

       elements to form a reduced set of displayable game elements,

           removing the match rule from the set of match rules to form a reduced set

       of match rules,

           executing tasks a and b on the reduced set of displayable game elements

       and the reduced set of match rules; and

    c.   determining that each match rule has been matched when no rules remain in the

       reduced set of match rules.

35.   (New) The method of claim 1, wherein each winning outcome in the set of winning

outcomes is associated with a payout amount.

36.   (New) The computerized gaming system of claim 17, wherein each winning outcome in

the set of winning outcomes is associated with a payout amount.

37.   (New) The computer-readable medium of claim 26, wherein each winning outcome in

the set of winning outcomes is associated with a payout amount.